

# STAR WARS®

## MOS EISLEY SHOOT-OUT



An infamous spaceport becomes a  
battleground for Rebel and Imperial forces!

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## MOS EISLEY SHOOT-OUT



**An infamous spaceport becomes a  
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**It was a period of civil war ...** The streets of Mos Eisley starport can be rough. It's even tougher to survive if you're involved in the conflict between the Empire and the Rebel Alliance. Now you join that struggle by playing *Star Wars: Mos Eisley Shoot-Out*.

**Setting Up:** Cut out the character pieces, folding them in half so they stand up. Also cut out the "Wound" and prop markers. Each character has several scores showing how good he is at certain tasks. The number after it represents the number of six-sided dice you roll when the character uses that skill.

Choose who plays the Rebels and who plays the Imperials. Pick one of the scenarios on the back to play. Each scenario tells you which counters the Imperial player uses. The other player always uses all four Rebel counters. The directions in each scenario tell where the pieces begin.

Each turn has three steps: 1) Roll Initiative; 2) First Side Takes Actions; 3) Other Side Takes Actions.

**Initiative:** Who goes first? Find the character on each side with the highest *Perception*. Each player rolls his *Perception*. Whoever rolls higher goes first for that turn.

**Actions:** Every piece on a player's side gets two actions. Each turn, a player goes through each of the characters he controls, declaring and then carrying out their actions one at a time. When all characters on one side have gone, that player's turn is done. When both players have taken their turns, begin a new turn by rolling initiative again. Each piece can make two actions in a turn:

- **Move:** Move up to the number of spaces listed under a character's *Speed*. One piece may not occupy a space with another, and it may not move through barriers or other pieces. You may choose this option twice in your turn.
- **Dodge:** Evade attacks from your enemy. Roll your *Dodge* score — your total becomes the new difficulty an opponent needs to beat to hit you. This new difficulty applies until the next time that character makes an action.

- **Shoot:** Fire your blaster at one target. Count the squares between two pieces (making sure no buildings are in the way) and see if the target is behind cover (a cargo crate, landspeeder or a corner). Roll your *Blaster* dice and see if you meet or beat the number listed on the "Range Chart" (or the target's *Dodge* score if it's dodging). If you hit, roll your *Damage*; the other player rolls the target's *Strength*. Subtract the *Strength* total from the *Damage*, and check the "Damage Chart." The target suffers the penalties listed. You may choose this action twice in your turn to shoot two different targets.

## Damage Chart

### Damage Roll

#### Minus Strength Injury and Game Penalty

0-3

*Stunned:* Character knocked down, loses next turn.

4-8

*Wounded:* Character knocked down, loses next turn, -1D to all rolls except *Damage* (cumulative). Place a "Wounded" marker with the proper die penalty next to the character.

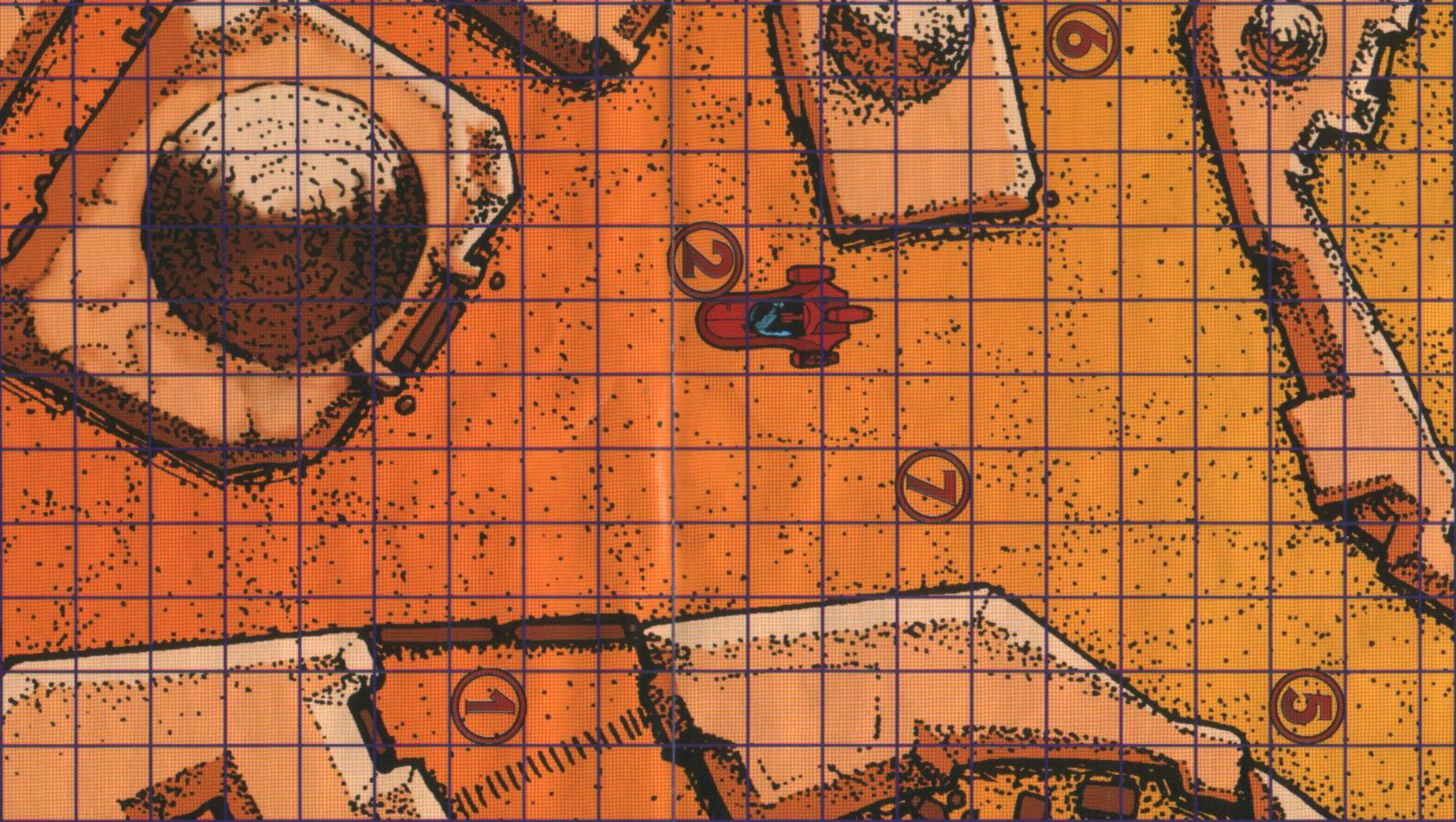
9+








*Incapacitated:* Character out of the game — remove the piece from the map.

## Range Chart

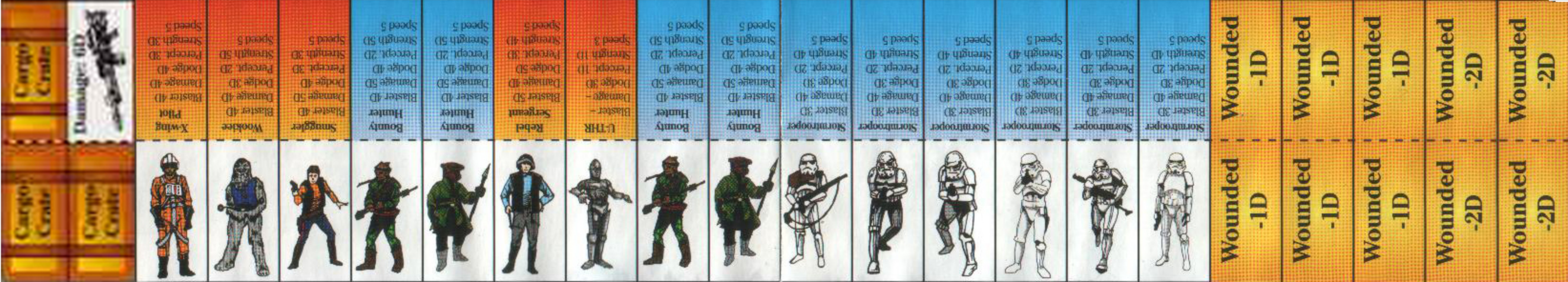
Range	Difficulty # Needed to Hit	Difficulty if Target Is Behind Cover
1-2 squares	5	10
3-7 squares	10	15
8+ squares	15	20



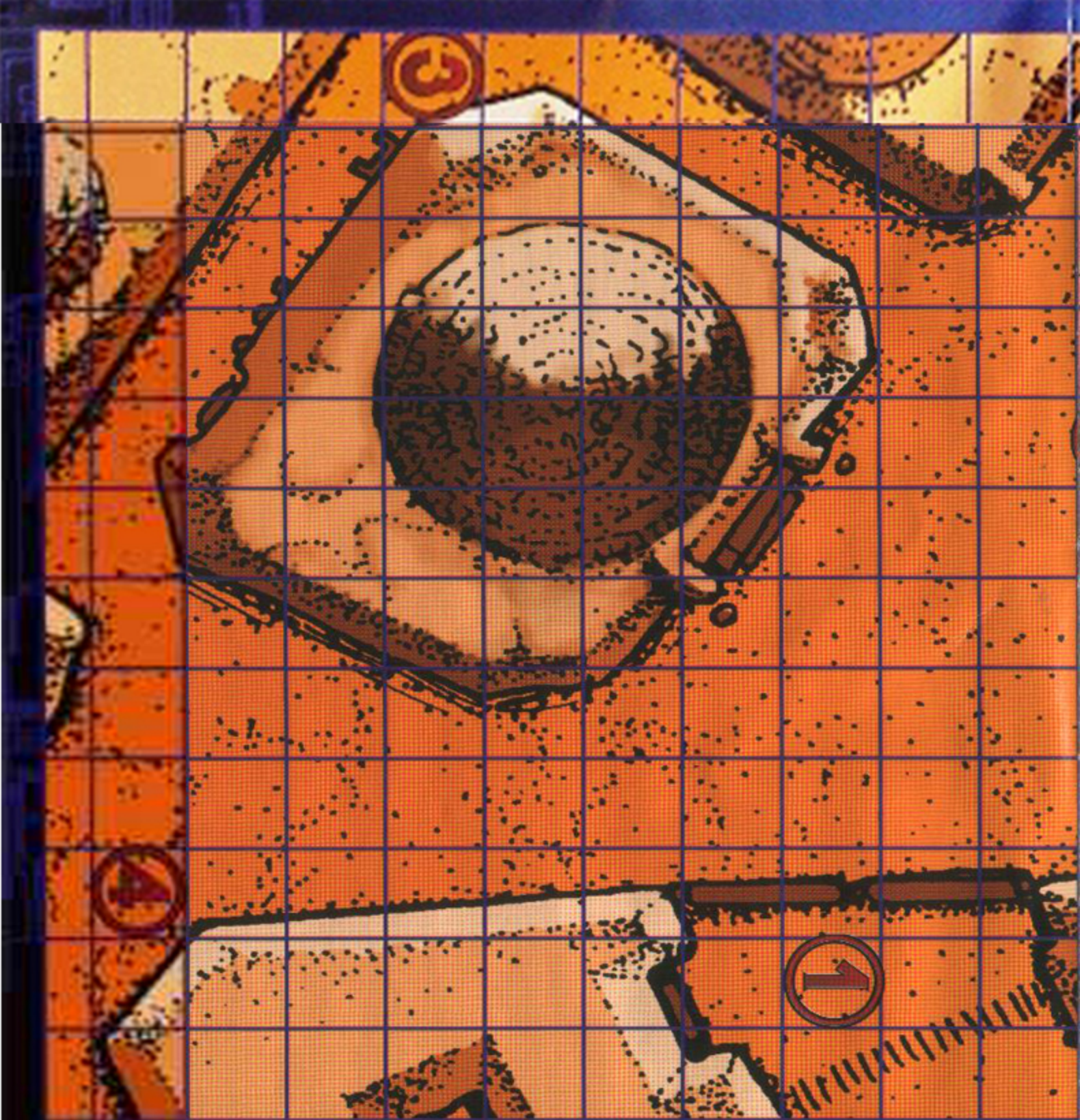


	X-wing Pilot Blaster 4D Damage 4D Dodge 3D Percept 2D Strength 5D Speed 5
	Wookiee Blaster 4D Damage 5D Dodge 4D Percept 3D Strength 5D Speed 5
	Smuggler Blaster 4D Damage 5D Dodge 4D Percept 3D Strength 5D Speed 5
	Bounty Hunter Blaster 4D Damage 5D Dodge 4D Percept 2D Strength 5D Speed 5
	Bounty Hunter Blaster 4D Damage 5D Dodge 4D Percept 2D Strength 5D Speed 5
	Rebel Sergeant Blaster 5D Damage 4D Dodge 5D Percept 3D Strength 4D Speed 5
	U-THR Blaster - Damage 3D Dodge 1D Percept 1D Strength 1D Speed 3
	Bounty Hunter Blaster 4D Damage 5D Dodge 4D Percept 2D Strength 5D Speed 5
	Bounty Hunter Blaster 4D Damage 5D Dodge 4D Percept 2D Strength 5D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
<b>Wounded -1D</b>	<b>Wounded -1D</b>
<b>Wounded -1D</b>	<b>Wounded -1D</b>
<b>Wounded -1D</b>	<b>Wounded -1D</b>
<b>Wounded -2D</b>	<b>Wounded -2D</b>
<b>Wounded -2D</b>	<b>Wounded -3D</b>





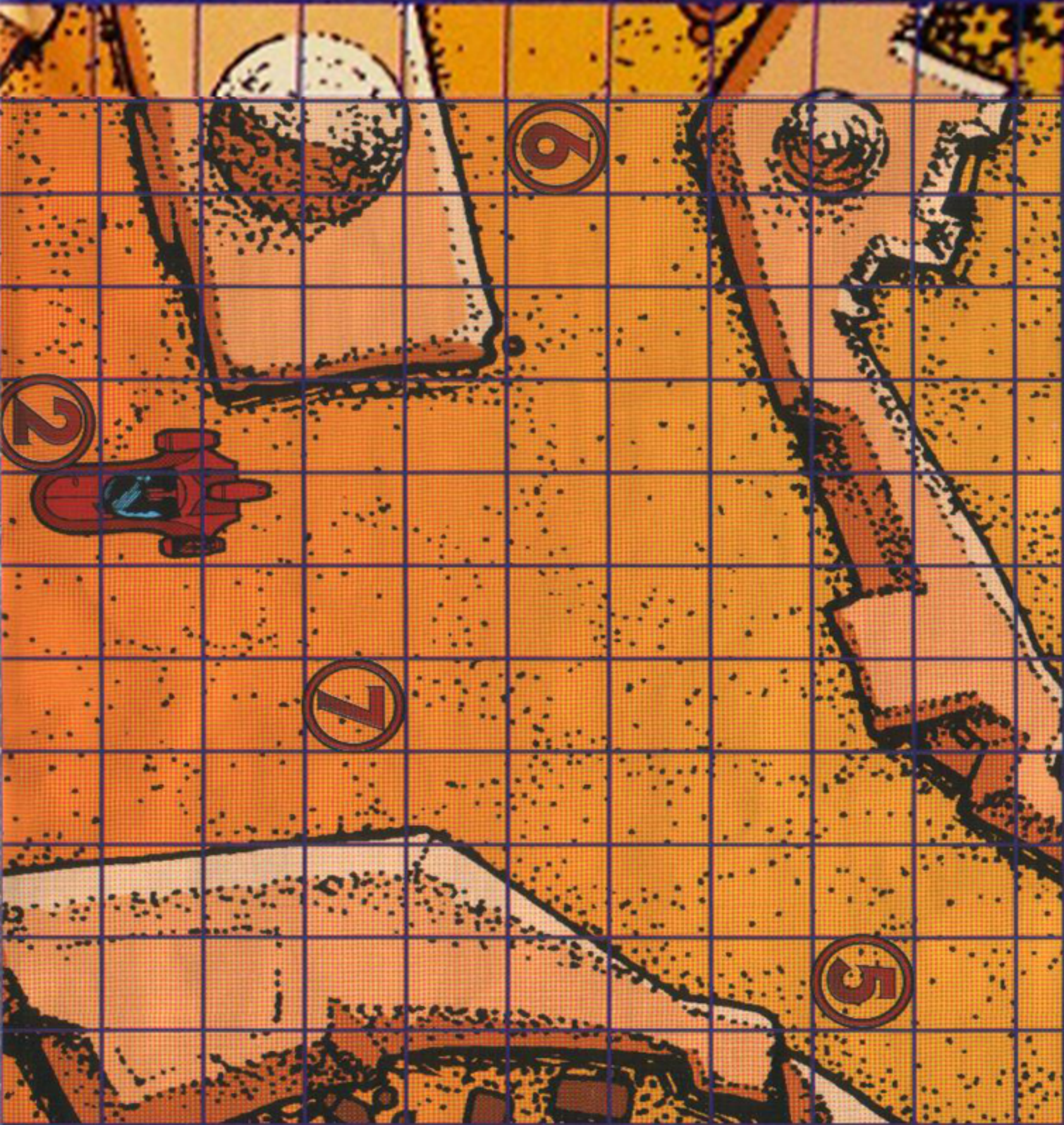




<p>Cargo Crate</p> <p>Cargo Crate</p> <p>Cargo Crate</p>	 <p>X-wing Pilot</p> <p>Damage: 4D</p> <p>Strength: 3D</p> <p>Percept: 3D</p> <p>Dodge: 4D</p> <p>Speed: 5</p>	 <p>Wookiee</p> <p>Damage: 4D</p> <p>Strength: 5D</p> <p>Percept: 2D</p> <p>Dodge: 3D</p> <p>Speed: 5</p>	 <p>Smuggler</p> <p>Damage: 4D</p> <p>Strength: 3D</p> <p>Percept: 3D</p> <p>Dodge: 4D</p> <p>Speed: 5</p>	 <p>Bounty Hunter</p> <p>Damage: 5D</p> <p>Strength: 5D</p> <p>Percept: 2D</p> <p>Dodge: 4D</p> <p>Speed: 5</p>	 <p>Bounty Hunter</p> <p>Damage: 4D</p> <p>Strength: 5D</p> <p>Percept: 2D</p> <p>Dodge: 4D</p> <p>Speed: 5</p>	 <p>Rebel Sergeant</p> <p>Damage: 5D</p> <p>Strength: 4D</p> <p>Percept: 3D</p> <p>Dodge: 5D</p> <p>Speed: 5</p>	 <p>U-THR</p> <p>Damage: 3D</p> <p>Strength: 1D</p> <p>Percept: 1D</p> <p>Dodge: 3D</p> <p>Speed: 3</p>	 <p>Bounty Hunter</p> <p>Damage: 4D</p> <p>Strength: 5D</p> <p>Percept: 4D</p> <p>Dodge: 2D</p> <p>Speed: 5</p>	 <p>Bounty Hunter</p> <p>Damage: 5D</p> <p>Strength: 5D</p> <p>Percept: 4D</p> <p>Dodge: 1D</p> <p>Speed: 5</p>
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	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5
	Stormtrooper Blaster 3D Damage 4D Dodge 3D Percept 2D Strength 4D Speed 5



Wounded -1D	Wounded -1D
Wounded -1D	Wounded -1D
Wounded -1D	Wounded -1D
Wounded -2D	Wounded -2D
Wounded -2D	Wounded -2D





Bounty Hunter  
Blaster 4D  
Damage 5D  
Dodge 4D  
Percept. 2D  
Strength 5D  
Speed 5



Bounty Hunter  
Blaster 4D  
Damage 5D  
Dodge 4D  
Percept. 2D  
Strength 5D  
Speed 5



U-THR  
Blaster -  
Damage -  
Dodge 3D  
Percept. 1D  
Strength 1D  
Speed 3



Rebel  
Sergeant  
Blaster 5D  
Damage 4D  
Dodge 5D  
Percept. 3D  
Strength 4D  
Speed 5



Bounty Hunter  
Blaster 4D  
Damage 5D  
Dodge 4D  
Percept. 2D  
Strength 5D  
Speed 5



Bounty Hunter  
Blaster 4D  
Damage 5D  
Dodge 4D  
Percept. 2D  
Strength 5D  
Speed 5



Smuggler  
Blaster 4D  
Damage 5D  
Dodge 4D  
Percept. 3D  
Strength 3D  
Speed 5



Wooldee  
Blaster 4D  
Damage 4D  
Dodge 3D  
Percept. 2D  
Strength 5D  
Speed 5



X-wing Pilot  
Blaster 4D  
Damage 4D  
Dodge 4D  
Percept. 3D  
Strength 3D  
Speed 5

Damage: 6D

Cargo  
Center

Cargo  
Center

Cargo  
Center

Cargo  
Center





Stormtrooper  
Blaster 3D  
Damage 4D  
Dodge 3D  
Percept. 2D  
Strength 4D  
Speed 5



Stormtrooper  
Blaster 3D  
Damage 4D  
Dodge 3D  
Percept. 2D  
Strength 4D  
Speed 5



Stormtrooper  
Blaster 3D  
Damage 4D  
Dodge 3D  
Percept. 2D  
Strength 4D  
Speed 5



Stormtrooper  
Blaster 3D  
Damage 4D  
Dodge 3D  
Percept. 2D  
Strength 4D  
Speed 5



Stormtrooper  
Blaster 3D  
Damage 4D  
Dodge 3D  
Percept. 2D  
Strength 4D  
Speed 5



Stormtrooper  
Blaster 3D  
Damage 4D  
Dodge 3D  
Percept. 2D  
Strength 4D  
Speed 5

**Wounded**

**-1D**

**Wounded**

**-1D**

**Wounded**

**-1D**

**Wounded**

**-1D**

**Wounded**

**-1D**

**Wounded**

**-1D**

**Wounded**

**-2D**

**Wounded**

**-2D**

**Wounded**

**-2D**

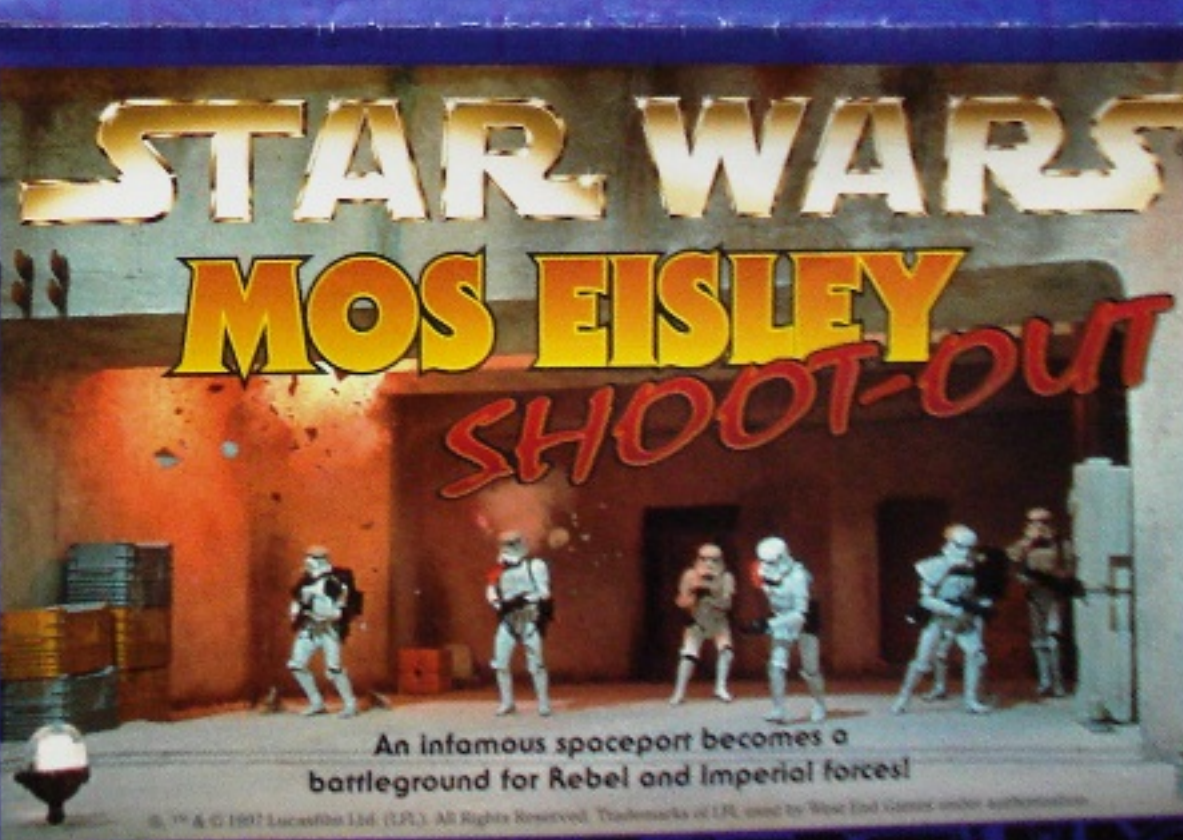
**Wounded**

**-2D**



A top-down tactical map of a city street layout on a grid. The map shows a central intersection with a large circular building (1) and a red car (2). Other buildings are marked with numbers 3, 4, 5, 6, 7, and 8. The map is overlaid with a blue grid.

Damage Chart	Minus Strength	Injury and Game Penalty
0-3	Shamed: Character knocked down, loses next turn.	
4-8	Wounded: Character knocked down, loses next turn.	
9+	Wounded: Character knocked down, loses next turn, -1D to all rolls except <i>Lamaze</i> (cumulative). Place a "Wounded" marker with the proper die penalty next to the character. Incapacitated: Character out of the game — remove the piece from the map.	

The image shows the front cover of a VHS tape titled "STAR WARS MOS EISLEY SHOOT-OUT". The title is prominently displayed at the top in large, stylized, metallic-looking letters. Below the title, the background is a scene from the movie "Star Wars: A New Hope", depicting the Mos Eisley spaceport. Several Imperial Stormtroopers in white armor are visible, some standing in the foreground and others in the background. The scene is set in a dimly lit, industrial-looking environment with orange and brown tones. At the bottom of the cover, there is a line of text: "An infamous spaceport becomes a battleground for Rebel and Imperial forces!". Below this text, there is a small copyright notice: "© 1997 Lucasfilm Ltd. (LFL). All Rights Reserved. Trademarks of LFL used by West End Games under authorization."



